

WELCOME TO EA™ REPLAY

Step back to the dawn of console gaming's golden age with this collection of EA classics. Go head-to-head with friends in multiplayer on select titles. You can even unlock original game art, play in widescreen or normal mode and save any game at any point. Take the fun with you-anytime, anywhere!

EA Replay features some cool unlockables that you can win by completing certain levels of each game. For more information about unlocking these bonus items, access the Pause menu or COLLECTABLES under the main menu.

NOTE: Auto Save only saves game settings and unlockables. It does not save any game progression.

GAME MENU

The Game menu allows you to save your game progress, reset to the current game's Title Screen, quit to the main menu and view Options, Controls and Unlockables.

To access the Game menu, hold and release the SELECT button.BOB

B.O.B

Our hero has crashed on Planet Goth. Now he must dispose of the hostile natives and score a new set of wheels to make his way to his blind date. Use your wit and firepower to make your way to the swirling orange teleporter, upgrading your weapons, remotes and energy level along the way. And be prepared to encounter some straaaannnge creatures!

CONTROLS

Run	←/→ buttons
Climb	↑/↓ buttons
Enter/Exit recharger (when B.O.B. is centred in front of recharger)	↑/↓ buttons
Crouch	↓ button
Fire	□ button
Grab onto overhead pipes and vines	× button + ↑ button
Jump (keep holding to jump higher)	× button
Punch	◇ button
Activate current remote	△ button
Cycle through available remotes	△ button or R button
Cycle through available weapons	□ button or L button
Access Inventory screen	START button

PLAYING B.O.B.

B.O.B. can shoot six kinds of ammunition from his gun arm and he can pull out remotes (tricked out gadgets) in crisis situations. When fully charged, B.O.B. has a maximum 99 shots per gun and he can have a maximum of nine remotes.

NOTE: You cannot use remotes when B.O.B. is crouching or hanging onto a ladder, pipe or vine. Likewise, B.O.B. cannot punch when he's hanging on to something else.

REMOTES

	Flash	Temporarily freezes the enemy in place.
	Shield	Temporarily surrounds B.O.B. in a force field. No enemies can harm him (unless he walks through them). When the shield starts flashing you know it's about to wear off.
	Umbrella	Saves B.O.B. from falls. He can only open it while he is falling.
	Trampoline	Hurls B.O.B. upward. He doesn't have to be on the ground to use one.
	Helicopter Hat	B.O.B. flies! Just stay away from the walls and ceilings.
	Floating Bomb	Floats, counts down and blows! B.O.B. can unleash them in rapid succession.

Budokan

Submit to the teachings of your Sensei as you learn about martial arts and the path of the warrior. Patience, discipline, concentration, tranquillity – as much as strength and power, these are the keys to your training as you prepare to go to the Budokan and face the indomitable Hiroshi Ikeda.

NOTE: You must enter the Battle Arena/Tournament Center at the top left of the screen to enter a Player vs Player (Ad Hoc) match.

CONTROLS

All moves use the /// buttons (except pausing the game). "Forward" means press the button in the direction you are facing. "Away" means press the button in the opposite direction you are facing. "Attack" can be the  button,  button or  button, it doesn't matter which.

GENERAL CONTROLS

Move	 /  /  /  buttons:
Jump straight up	 button (hold)
Crouch down	 button (hold)
Stance for special move	 /  buttons (tap or hold)
Block high/middle/low	Forward and  button/forward/ forward and  button
Pause	START button

KARATE

Move	 /  /  /  buttons:
Punch	Forward + attack
Crouch kick	 button + attack
High/low punch	Forward +  button + attack
Jump kick	Forward (hold) +  button + attack
Spinning jump kick	Forward (hold) +  button then away (hold) +  button + attack
Kick	Away (hold) + attack
Spin kick	Away (hold) then forward + attack
Forward kick	Forward (hold) + attack
Sweep	 button (hold) then away + attack

KENDO

Move	 /  /  /  buttons:
Jump strike	Forward (hold) +  button + attack
Crouch strike	 button (hold) + attack
Strike	Away (hold) then: forward +  button + attack for high strike forward + attack for mid strike forward +  button + attack for low strike

BO

Move	←/→/↑/↓ buttons:
Strike	Away (hold) then: forward + ↑ button + attack for high strike forward + attack for mid strike forward + ↓ button + attack for low strike
Crouch strike	Forward (hold) + ↓ button then away + ↑ button + attack
Jump strike	Forward (hold) + ↑ button then forward + attack
Spin jump strike	Forward (hold) + ↑ button then away + ↑ button + attack
Spin forward thrust	Away (hold) then forward + attack
Overhead attack	Forward (hold) then away + attack
Full defend	Away (hold) + attack

NUNCHAKU

Move	←/→/↑/↓ buttons:
Strike	Forward (hold) then: ↑ button + attack for high strike attack for mid strike V button + attack for low strike
Jump strike	↑ button (hold) + forward then attack
Spin jump strike	↑ button (hold) + forward then ↑ button + away + attack
Spin jump strike	Forward (hold) + ↑ button then away + ↑ button + attack
Double hit	Away (hold) then ↑ button + attack
Triple hit	Away (hold) then ↓ button + attack
Overhead hit	Forward (hold) then ↑ button + forward + attack
Mid hit	Forward (hold) then attack
Triple body hit	Forward (hold) then ↓ button + forward + attack

TRAINING

Pause menu	□ button + X button + ○ button
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Desert Strike

Without warning, a madman, the self-styled "General" Kilbaba, has emerged in the Middle East and threatens to start Armageddon. The President of the United States has chosen you to fly a series of dangerous pre-emptive campaigns in the desert to vanquish this inimical despot.

CONTROLS	
Steer	←/→/↑/↓ buttons
Jink (fly side-to-side)	□ button (hold) + ←/→/↑/↓ buttons
Hydra missiles (hold for continuous fire)	× button
Hellfire missiles	□ button
Chain guns (hold for continuous fire)	○ button
Pause/Map screen	START button

PLAYING DESERT STRIKE

NOTE: For more information on playing Desert Strike, see the Playing Jungle Strike section.

Before you enter battle you must choose your helicopter co-pilot. Your co-pilot is responsible for aiming the guns and operating the winch. The more capable your co-pilot, the easier your job as pilot will be and the more likely you are to save the world.

Here are some more tips for taking down Kilbaba:

- Your helicopter is depicted with a white, twirling X on your map.
- Select objects from the display below the battle map. The object selected blinks on the battle map.
- Although the chain gun may appear to be hitting an object, ensure you look out for the grey explosion and listen for the loud impact noise to be certain you are on target. Misses appear as yellow explosions and make only a small gunfire noise.
- Hover over crates, drums and people to pick them up.
- Complete the missions in order.
- Drop off passengers in landing zones to restore armour.
- Supplies are sometimes concealed inside targets.
- You are allotted three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on.
- You will occasionally receive announcements of incoming intelligence reports. If you wait more than 10 seconds to access the report, it disappears.

Haunting Starring Polterguy

The evil Vito Sardini made his fortune from building cheap, faulty skateboards. Now Polterguy is out to even the score. He must scare Vito and his obnoxious family out of each of the four Sardini houses by casting spells and possessing items to turn them into Fright 'Ems. If he can keep his Ectoplasm level up and survive the occasional dungeon trip, he might just get his life back.

CONTROLS

GENERAL	
Walk	←/→/↑/↓ buttons
Pause	START
HOUSES	
Kick ghost (while moving)	X button (+ ←/→/↑/↓ buttons to direct kick)
Superkick ghost (while standing still)	X button to build up spin momentum, then ←/→/↑/↓ buttons to direct kick
Enter/activate/exit Fright 'Em	□ button
Spell menu/Cast spell	○ button
Overhead map	START button
DUNGEONS	
Jump (dungeons only)	□ button

PLAYING HAUNTING STARRING POLTERGUY

Your scare tactics against the Sardinis all take place in the rooms of their houses. Rooms contain the Fright 'Ems you need to activate to strike fear into the cold, tiny hearts of Vito and his family. To find out how well your haunting is going, keep an eye on the Sardinis' fear levels, which are displayed in their portraits in the lower right corner of the screen when Polterguy is in a room with someone and in the corners of the overhead map screen.

ECTOPLASM

The green slime that accumulates in dungeons and houses is the goo that keeps you going. To pick some up, just walk over it. If you pass any by, a green arrow points you back to it.

Ecto occurs naturally in dungeons, but it condenses in houses only when Polterguy frightens a Sardini out of a room. If you leave a room without picking up the ecto, it disappears.

Keep an eye on your Ecto Meter – Polterguy expends ecto when he enters a Fright 'Em. If you run out of the stuff, you automatically return to the dungeon to recharge. That might not sound too bad, but dungeons are home to disembodied arms, bouncing skulls, swarms of bats and other supernatural nasties that can do Polterguy harm.

HAUNTING

Possess seemingly special household items to scare the Sardinis. Fright 'Ems flash with an eerie light when Polterguy gets near them. You can enter a Fright 'Em at any time but it will only activate when a Sardini is in the room.

Spells accumulate in dungeons in the form of special red ectoplasm and condense in the shape of letters: D for Dog-Off, S for Supr-Scare, B for Boo-Doo, E for Exto-Xtra and Z for Zom-B-ize. Try them out to find out the best situation for each one.

JUNGLE STRIKE The sequel to desert strike

General Kilbaba is dead, but his son is as vicious as his father, if not more so. Now the son has teamed up with the drug lord Carlos Ortega, a man with the means to deliver the Desert Madman's nuclear materials in weapon form. Luckily their plan is still in the early stage. It's your job to stop them.

CONTROLS

Steer	←/→/↑/↓ buttons
Jink (fly side-to-side; helicopter only)	□ button (hold) + ←/→/↑/↓ buttons
Fire (see below)	× button, □ button or ○ button
Pause/Map screen	START button

WEAPONS

	Helicopter	Hovercraft	Fighter Jet	Motorcycle
□ button	Hellfires	Water mine	Ironbombs	Land mine
× button	Hydras	Light rockets	AIM-92 rockets	Light rockets
○ button	Chain gun	Machine gun	Machine gun	Machine gun

PLAYING JUNGLE STRIKE

The same information in the Playing Desert Strike section also applies to Jungle Strike.

To take off from a helipad, press the ←/→/↑/↓ buttons in any direction. Your helicopter also takes off automatically after you drop off passengers.

To land on a helipad, hover near it and you automatically land. Note that you can land on friendly or captured and secured helipads.

FIGHTER JET

To take off, land the helicopter on the helipad by the jet hangar. You automatically transfer to the fighter jet and take off.

To land, approach the landing strip from the direction opposite the one in which you took off, line up the fighter jet's shadow slightly left of centre with the landing strip at minimum altitude and the fighter jet lands itself.

The fighter jet has automatic forward motion, unlimited fuel and ammo and cannot hover like the helicopter.

NOTE ON DANGER ZONES

Some targets are protected by Danger Zones maintained by radar units or power stations. The early warning provided by alert zones increases weapons firing rates, power of weapons and armour strength. Firing rate and power points in a Danger Zone return to normal when you knock out its early warning system. The message bar at the bottom of the screen warns you when you are in a Danger Zone.

NOTE ON LANDING ZONES

In the course of some campaigns you are called upon to clear and secure enemy landing zones (LZs). Some LZs become secure after you complete an earlier mission. Enemy landing zones are red; once you have them secured, they become green.

MUTANT LEAGUE FOOTBALL

Centuries ago the galaxy was beset by a series of shattering cataclysms. From the ashes emerged a new order which splintered into warring sects. At the bidding of the Ancient Ones, these sects agreed that if battles were to arise, they would take the form of ancient contests. And so Mutant League Football was formed.

CONTROLS

BEFORE THE SNAP	
Audible	☐ button
Cycle through players	☐ button
Snap ball (offense only)	☐ button
Cycle through players (defense only)	☐ button
AUDIBLES	
Cancel audible	☐ button (or don't press any buttons when the Audible screen appears)
Running play	☐ button
Passing play	☐ button
Nasty audible	☐ button
OFFENSIVE RUNNING PLAYS	
Direct player	☐ button
Runner dives	☐ button
Runner jumps, spins and punches	☐ button
Jump over field obstacles	☐ button
Leap and kick opponent or avoid tackle	Double tap ☐ button
OFFENSIVE PASSING PLAYS	
Throw to receiver	☐ button to bring up passing windows, then: receiver A: ☐ button, receiver B: ☐ button receiver C: ☐ button,
Lateral (special plays only, such as Deathbone, two-point conversions)	☐ button

NOTE: To throw a bomb, tap the button; to throw a bullet, press and hold the button

RECEIVING	
Dive	 button
Spin	 button
Jump	 button
TACKLING/DEFENSE (AFTER THE SNAP)	
Direct player	    buttons
Dive	 button
Select defender closest to ball	 button
Jumps to block/intercept pass	 button
Jump toward runner (if pass is complete)	 button
Leap and spin	Double tap  button
Tackle with greater force	 button +     buttons toward runner
KICKING	
Cycle through players	 button
Call up kick meter/begin kick/ kick the ball, using the   buttons to kick left or right	 button
Aim kick left/right	  buttons
TIME OUT	
Pause	START button
Replay (with game paused)	 button
Call time out (with game paused)	 button

ROAD RASH™, ROAD RASH™ II, ROAD RASH™ III

It started out a long time ago as a vendetta race between rivals Polygon and Fang. The injuries and abominable disregard for the law begun that day were to set the tone for the thousands of Road Rash races to follow. Punching, kicking and clubbing at 150 mph are the norm for Rashers.

NOTE: In order for both players to be able to play in a two-player Ad Hoc match in Road Rash II, you must enter the Game Options screen and change Player Mode to SPLIT SCREEN.

NOTE: You cannot turn off the music in Road Rash II.

CONTROLS	
Steer	←/→ buttons
Backhand punch	↑ button
Kick	↓ button
Brake	□ button
Accelerate	× button
Punch/Use weapon/Grab club or chain from opponent	○ button
Pause	START button

PLAYING THE ROAD RASH™ SERIES

Finish in one of the top three positions on each course to advance to the next level. There are five levels in all. Qualify on each of the five courses on the fifth level to walk away with the Road Rash cup, the respect of your peers and a bladder full of the bubbly stuff. And your parents said you'd never amount to anything!

When you win a race, you win some cash to put towards a better bike. The better the bike, the more expensive it is, so save up!

Your Stamina Meter begins at full strength and is reduced each time an opponent lays a blow on you. When your Stamina Meter hits zero, you hit the pavement. If you're in the thick of a battle and your meter's dwindling, back off until you recover a bit.

Keep an eye on your nearest opponent's stamina meter. The colour of the meter (green, yellow or red) indicates the Rasher's level of aggression toward you.

The Damage Gauge is decreased by each crash. Unlike the Stamina meter, the Damage gauge cannot be replenished during a race – when it's gone, your bike is wrecked!

If you get Busted, you're out of the current race and charged a stiff fine. The price of the fine is displayed on the Busted screen. If you can't come up with enough money to pay your fine – see ya!

Road Rash II and Road Rash III feature the Bike Shop. Upgrade your equipment to stay competitive. In the Bike Shop you can shop for bikes in three classes or upgrade your current bike's Performance, Protection, Tires or Suspension.

Road Rash III also features Repo Man and Snitch options – your only chance at a second chance. As a Repo Man, you work for the Bike Shop owner. As a Snitch, you work for the cops. In either case your duty is the same: you're racing against a Rasher they want bad – pound 'em to the asphalt then pull-over and let the authorities do their thing. Your repair cost or fine for getting busted is then waived.

If you can't afford your repair cost or fine, the Repo or Snitch screen may appear. To help you complete your mission, the Bike Shop owner gives you a crowbar, while the cops provide you with a club. Your target Rasher stands out from the crowd by wearing different colour leathers.

SYNDICATE

After the collapse of the New World Order, crime Syndicates swept in to fill the power vacuum. Their greatest weapon was the CHIP. Inserted into the neck, the CHIP altered the user's every perception of the outside world.

As a young Syndicate executive you're looking to make your mark. From a control platform high above the teeming city streets, you observe your cyborg agents, controlled by the CHIP, spread the shadow of your terror.

CONTROLS

MISSION CONTROLS	
Move/Steer	←/→/↑/↓ buttons
Fire	○ button
Scroll through items and weapons	△ button + ←/→ buttons
Pick up/Put down item or weapon	△ button + ↑/↓ buttons
Select agent to control	□ button + ←/→ buttons
Decrease/Increase API level	L/R buttons + A: △ button, P: □ button, I: ○ button
Instantly increase API levels to MAX & switch to best weapon	← button + → button
Toggle single/group contro	× button
Pause game	START button
Enter car	SELECT button

NOTE: When driving you must press two directions at the same time.

PLAYING SYNDICATE

The aim of the game is to spread the dark stain of your Syndicate across the surface of the entire globe. The world map is divided into 50 territories. From your home base in Europe you invade adjacent territories and through the violent subterfuge of your agents, wrestle them from rival Syndicates. However, while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own back yard to destabilise your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

Only by meeting all the challenges, destroying all targets and gaining control of all the territories can your Syndicate triumph.

The CHIP controls API (Adrenaline, Perception and Intelligence) levels. With these, you set the degree of an agent's operational independence during missions.

When you are behind walls or in buildings, you cannot see your agents. However, if you look down at the map on the bottom of your screen, you can see everything that is hidden:

- Blue lines: Impassable walls
- Black: Accessible areas
- Greyish purple: Water or solid objects
- White dots: Your agents
- Red dots: Enemy agents
- Blue dots: Civilians
- Yellow dots: Sentry drones

An arrow at the bottom of the screen points to your objective. When the target is on-screen, there is a yellow arrow above it, even if it's inside a building.

When you are in Group Control mode, switching weapons sometimes affects all agents and sometimes only the directly controlled agent. Also, only the directly controlled agent will pick up and drop things. Moving, API controls and firing (when locked on) affect all agents.

NOTE: Agents who are following your directly controlled agent often become stuck behind objects. If this happens, switch to single control and move them past the obstacle. Additionally, when your directly controlled agent gets in a car, all the agents will eventually file in with him.

ULTIMA™ THE BLACK GATE

You are the Avatar, a traveller known for helping the citizens of Britannia in times of need. Your return to the fabled land of magic is shrouded in mystery – it seems the fair people of Britannia have been disappearing without a trace. Can you solve the quandary before its manifestation is complete?

CONTROLS	
Move	←/→/↑/↓ buttons
Use left-hand item, if readied	○ button
Use right-hand item, if readied	× button
Open doors/Look into containers/ Get or use items/ Talk to person in front of you	□ button
Cast the readied FAST MAGIC spell	L button/ R button
Game control screen	△ button
Inventory screen	START button

PLAYING ULTIMA™: THE BLACK GATE

Begin your journey in the city of Trinsic. A Red Moongate appears and you, the Avatar, step out of it and enter a conversation with your old friend Iolo.

CONVERSATION MODE

People may give you clues or valuable information when you talk to them.

Press the □ button to start a conversation with the person in front of you. To respond, press any button to make the keyword selection window active. Press the ←/→/↑/↓ buttons to highlight a keyword then press the × button to “say” it.

Some people have a lot to say. If you see a down arrow in their conversation box, press the ↓ button to scroll down and read the rest of their response.

If you missed something the person said, select AGAIN to re-start the conversation. To end a conversation, select BYE.

INVENTORY SCREEN

The items along the right half of the inventory screen are those found in your backpack. The items that appear around your picture on the left are any that you have equipped in your hands or on your body (such as armour or clothing). Hearts represent your hit points, while ankhs are magic points.

To equip an item, press the /// buttons to move the blue cursor over it, then press either the  button or the  button to ready that item in your left or right hand, respectively. Some weapons require both hands.

To use an item, move the blue cursor over it and press the  button.

SPELL BOOK

Head northward from Trinsic to the castle of Lord British, who gives you your Spellbook. Access the Spellbook from the inventory screen (it's the red book) to see which spells you have and which you can cast – a dimmed out spell means your experience level is not high enough for you to cast it.

Press the /// buttons to move the feather pointer to a spell, then press either the  button or the  button to designate it a FAST MAGIC spell or press the  button to cast it immediately.

Virtual Pinball

Virtual Pinball challenges you to play a set of professionally-created pinball games, then step into the Pinball Workshop and design your own winners!

CONTROLS

PLAY MODE	
Launch the ball	 button (hold for more power)
Left flipper	 button
Right flipper	 button
Nudge machine up	 button
Nudge machine left/right	 button +  /  buttons
Control track junctions	 /  /  /  buttons
Pause game	START

WORKSHOP MODE

Move construction tools	←/→/↑/↓ buttons
Go to Part menu	□ button
Select part (Part menu)	□ button
Select Blaster (Part menu)	× button
Select Grabber (Part menu)	⊙ button

BUILDING A BOARD

Cycle through parts	× button
Place part on board	⊙ button
Target part for blasting or grabbing	←/→/↑/↓ buttons to position tool over part
Blast or grab part (with Blaster/ Grabber selected)	⊙ button
Move grabbed part	←/→/↑/↓ buttons
Save Game menu	START button

CONSTRUCTION TIPS

- Feel free to experiment but remember there are a maximum of 256 parts that you can place on a board. If you have too many parts or if you try to place one in the wrong space, a "FULL" or "NOPE" flag appears.
- Study the layout and design of the existing games to see how parts work together.
- When building a board from scratch, place the launcher first and build around it. Build the walls in a counter-clockwise direction. The Wall Part rotates in this direction so you can build quickly and efficiently.
- There are many things you can do with Virtual Pinball that can't be done on a real game. For example, the launcher doesn't have to be placed at the bottom of the board.